

RCFref 08/29/05 422823.doc 90546.03
PATENT

Attorney Reference Number 3382-61327-01
Application Number 10/032,774

Claims

1-9. (Cancelled)

10. (Currently amended) A method in a computer system for determining whether a method of an object can be invoked from ~~the a~~ current thread, the object being instantiated by an instantiating thread and being identified by a first reference accessible to the current thread, the method comprising:

the current thread requesting the instantiating thread to marshal a second reference to the object to the current thread;

when the second reference is received by the current thread,

determining whether the second reference is the same as the first reference;

when the references are the same, invoking the method of the object from the current thread; and

when the references are not the same, requesting that the instantiating thread invoke the method of the object.

11. (Original) The method of claim 10 including saving an indication of whether the instantiating thread should be used to invoke methods of the object so that the instantiating thread is requested to invoke the method of the object for subsequent invocations of methods of the object.

12. (Original) The method of claim 10 including saving an indication of whether any current thread can be used to invoke the method of the object so that any current thread can invoke methods of the object.

13. (Currently amended) The method of claim 10 wherein the instantiating thread uses a marshaling member function[[s]] of the object to marshal the second reference and wherein when the object is thread-safe, the marshaling member function marshals a pointer that points directly to the object.

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14. (Original) The method of claim 10 wherein object is developed to adhere to the Microsoft Component Object Model.

15-39. (Cancelled)

41. (Currently amended) A computer-readable medium containing instructions for causing a computer system to determine whether a method of an object can be invoked from the current thread, the object being instantiated by an instantiating thread and being identified by a first reference accessible to the current thread, by:

the current thread requesting the instantiating thread to marshal a second reference to the object to the current thread;

when the second reference is received by the current thread,

determining whether the second reference is the same as the first reference;

when the references are the same, invoking the method of the object from the current thread; and

when the references are not the same, requesting that the instantiating thread invoke the method of the object.

42. (Original) The computer-readable medium of claim 41 including saving an indication of whether the instantiating thread should be used to invoke methods of the object so that the instantiating thread is requested to invoke the method of the object for subsequent invocations of methods of the object.

43. (Original) The computer-readable medium of claim 41 including saving an indication of whether any current thread can be used to invoke the method of the object so that any current thread can invoke methods of the object.

44. (Currently amended) The computer-readable medium of claim 41 wherein the instantiating thread uses a marshaling method of the object to marshal the second reference and wherein when the object is thread-safe, the marshaling ~~member-function~~ method marshals a pointer that points directly to the object.

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45. (Original) The computer-readable medium of claim 41 wherein object is developed to adhere to the Microsoft Component Object Model.